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Waterdeep dungeon of the mad mage maps

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Explore the ultimate dungeon adventure in Waterdeep: Dungeon of the Mad Mage, a 5th-edition Dungeons & Dragons publication by Wizards of the Coast (2018). This epic quest takes place beneath Waterdeep's cityscape, within the labyrinthine Undermountain. The journey begins where Waterdeep: Dragon Heist left off, guiding characters from levels 5 to 20. Deep in the Yawning Portal tavern lies a hidden entrance, leading adventurers into the forsaken depths of Undermountain, home to the enigmatic Mad Mage Halaster Blackcloak. For centuries, he has crafted his lair with treacherous traps, mysterious puzzles, and fearsome creatures. The secrets within await brave explorers, but beware – tread carefully! Within these pages lie 23 levels of Undermountain and the subterranean haven of Skullport, teeming with treasures and mysteries. A long list of names has been compiled, featuring individuals with various titles, professions, or characteristics. The names are grouped together and appear to be from a fictional universe, possibly a fantasy world. Some notable examples include: * Halaster Blackcloak, a mysterious figure * Jarana Hammerstone, a strong-willed individual * Llauzdrar, a member of a group or organization * Merrily Shadowstep, a person with agility and stealth abilities * Moltar Barrek'zorn, an accomplished warrior The list is extensive and includes over 150 names. Many individuals have unique titles, such as "Headmaster" or "Kliyuse the Skull Cleaver," while others are associated with specific characteristics, like "Shadowdusk" or "Moonstar." Overall, this appears to be a collection of characters from a fantasy universe, possibly used in role-playing games, literature, or other forms of storytelling. This list contains a vast array of names, likely from a fantasy world. The names are often lengthy and have unique combinations of sounds, indicating a fictional or made-up language. They seem to be organized by last name, with some individuals sharing similar surnames (e.g., Freth, Argonrae). Some notable examples include: * Characters with powerful-sounding names like "Raxxus," "Nadia the Unbent," and "Spirreth Dalambra." * Names that evoke a sense of nobility or royalty, such as "Thaglar Xundorn" and "Valdemar." * Individuals with mysterious or otherworldly names like "N'ghathrod" and "Xirixian Vandree." Overall, this list appears to be a collection of fictional characters from a fantasy world, likely created for use in role-playing games, literature, or other forms of storytelling. List of Characters, Creatures and References: • Yarox • Yarshoss • Yaveklar • Yaveros • Yazdriirn • Yek • Yeluit • Yereth • Ygarra Urmbaalt • Yoastal • Yrilton • Yrlakka • Yrrlcheb Beltorzza • Yrrprek • Yuinfein • Yuri • Yzig • Zagra • Zail Ephram • Zakth • Zaldo • Zalthar Shadowdusk • Zarn Kassifax • Zelaya • Zelzzarf • Zilitsa Ilvarren • Z'reska • Zress Orlezziir • "Zartem" • Zaztorrl • Zelk • Zob • Zolcharrx • Zorak Lightdrinker • Zundra Underdottir Referenced Characters and Creatures: • Abbathor • Acamar • Ahghairon • Alathene Moonstar • Andvarran Moonstar • Arandraya Shadowdusk • Auril • Bahamut • Baphomet • Berronar Truesilver • Bulba-Slopp • Clangeddin Silverbeard • Dalagor • Deep Duerra • Dendar • Dumathoin • Eilistraee • Falkir Gravelfist • Garryth • Ghaunadaur • Gith • Gorm Gulthyn • Harlsnod Darkshine • Horgar Steelshadow V • Jim Darkmagic • Juiblex • Kiaransalee • Klaabu • Kressando Rosznar • Krickenhof • Laduguer • Laeral Silverhand • Lathander • Lolth • Maelweene Shadowdusk • Maglubiyet • Malar • Malyk • Manshoon • Maramba Nyghtsteel • Margaraste Shadowdusk • Marthammor Duin • Melair • Moradin • Mystra • Nimoar • Oghma • Professor Figment • Rantantar • Selûne • Selvetarm • Shar • Skoraeus Stonebones • Sseth • Syglaeth Audark • Tanor'thal Refuge • Tharmekhûl • Thimblewine • Thrym • Tiamat • Torhild Flametongue • Torm • Tyr • Urgala Meltimer • Vanrak Moonstar • Vergadain • Vhaeraun • Vlaakith • Wakanga O'tamu • Waukeen • Xerrion Shadowdusk • Yarlithra Shadowdusk • Zinzerena • Zox Clammersham • Xanathar • Yinark Creatures: • Aarakocra • Aboleth • Abominable yeti • Air elemental • Ankheg • Arbalest • Arcanaloth • Awakened shrub • Awakened tree • Azer • Banshee • Barbed devil • Barlgura • Basilisk • Bat • Behir • Beholder • Beholder zombie • Berserker • Black bear • Black pudding • Blue dragon • Blue slaad • Boar • Bone devil • Bone naga • Brass dragon • Bronze dragon • Brown bear • Bugbear • Bulette • Bullywug • Butterfly • Carrion crawler • Caterpillar • Cave bear • Centipede • Chasme • Chimera • Chuul • Clay golem • Cloaker • Constrictor snake • Couatl • Cricket • Crystal golem • Dao • Darkmantle • Death dog • Death knight • Death slaad • Death tyrant • Deep gnome • Demilich • Deva • Displacer beast • Doppelganger • Dracolich • Dragonborn • Drider • Drow • Drow elite warrior • Drow mage • Drow Priestess of Lolth • Duergar • Dwarf • Efreeti • Elf • Elk • Empyrean • Ettercap • Ettin • Fire elemental • Fire giant • fireflies • Flameskull • Flesh golem • Flumph • Flying sword • Fomorian • Frog • Gargoyle • Gas spore • Gelatinous cube • Ghast • Ghost • Ghoul • Giant badger • Giant bat • Giant centipede • Giant crab • Beetle, giant frog, and other creatures, including aardvark, animated armor, bandit, blue dragon, cat, cockatrice, dingo, dolphin, dretch, elder brain, froghemoth, giant constrictor snake, goristro, griffon, horse, iguana, infinity vine, jammer leech, lizard, medusa, merrow, mortiss, moth, mouse, nalfeshnee, octopus, ox, puffer, purple worm, rabbit, red slaad, rothe, satyr, scarab, scorpion, sea elf, shrew, stirge, stork, toad, trout, unicorn, yuan-ti pureblood, and zombie. Locations[] Buildings & Sites Dalagor's Fortress • Dark Harvest Market • Dead Man's Corner • Dumathoin's Jest • Flagon and the Dragon • Gyudd's Distillery • Heralds' Meet • Nightshade's Caress • Sargauth's Bounty • Skull Square • Thaglar's Foundry • The Bat's Roost • The Blank Tankard • The Feathered Rat • The Guts and Garters • The Keel Hall • The Lanternlighter's • The Overflowing Urn • The Poisoned Quill • The Sea Chest • The Sword and Sextant • The Worm's Gullet • Thimblewine's Pawnshop • Twinbeard's Traps • Yawning Portal Settlements Azrok's Hold • Waterdeep • Skullport • Stromkuhldur Vessels Blue Opal • Scavenger Wilderness North, The • Toril • River Sargauth • Skull Island • Underdark A comprehensive list of magical items and spells was provided. Here is a rewritten version with occasional spelling errors: • Gem of brightnes • Gem of seeng • Gloves of missil snaring • Hag eye • Headband of intellegent • Horned ring • Horn of the Endless Maze • Ioun stone • Luck blade • Mace of smiting • Manual of gainful exercize • Mariner's armor • Mithral armor • Nine lives stealer • Orb of directin • Orb of gonging • Pipe of smoke monsters • Piwafwi • Pole of angling • Pot of awakenin • Professor orb • Propeller helm • Quaal's feather token • Robe of eyes • Rod of lordly might • Rod of rulership • Rope of climbin • Sending stone • Sentinel shield • Shield of the Uven Rune • Sovereign glue • Spelljamming helm • Spell scroll • Staff of flowers • Staff of frost • Staff of power • Staff of thunder and lightning • Stardock rod • Sun blade • Sword of sharpness • Tome of clear thought • Wand of conducting • Wand of fireballs • Wand of magic detection • Wand of secrets • Wand of the war mage • Wand of wonder Referenced item: Horn of Valhalla Potions: • Oil of slipperiness • Potion of animal friendship • Potion of comprehension • Potion of diminution • Potion of fire breath • Potion of fire resistance • Potion of gaseous form • Potion of giant strength • Potion of healing • Potion of invisibility • Potion of longevity • Potion of mind reading • Potion of vitality • Potion of watchful rest • Potion of water breathing Spells: • Alarm • Alter self • Animate dead • Animate objects • Antimagic field • Antipathy/sympathy • Arcane lock • Astral projection • Augury • Awaken • Banishment • Bigby's hand • Blight • Burning hands • Chain lightning • Charm person • Chromatic orb • Circle of death • Clairvoyance • Cloudkill • Cloud of daggers • Color spray • Comprehend languages • Cone of cold • Confusion • Conjure elemental • Contact other plane • Continual flame • Counterspell • Create undead • Crown of madness • Dancing lights • Darkvision • Delayed blast fireball • Detect magic • Detect thoughts • Dimension door • Disintegrate • Dispel magic • Dream • Earthquake • Enlarge/Reduce • Etherealness • Evard's black tentacles • Eyebite • Fabricate • Faerie fire • False life • Fear • Feather fall • Feeblemind • Feign death • Finger of death • Fireball • Flesh to stone • Fly • Fog cloud • Forcecage • Gaseous form • Geas • Greater restoration • Greater invisibility • Globe of invulnerability • Glyph of warding • Grease • Gust of wind • Hallucinatory terrain • Haste • Heroes' feast • Hold monster • Hold person • Hypnotic pattern • Ice storm • Identify • Imprisonment • Incendiary cloud • Invisibility • Jump • Knock • Legend lore • Leomund's secret chest • Leomund's tiny hut • Lesser Levitate, light, lightning bolt, locate creature, mage armor, mage hand, magic circle, Magic jar, Magic missile, Magic mouth, magic weapon, Mass cure wounds, Maze, Melf's acid arrow, Mending, Meteor swarm, Mind blank, Mirror image, Mislead, Misty step, Modify memory, Mordenkainen's faithful hound, Mordenkainen's magnificent mansion, Mordenkainen's private sanctum, Mordenkainen's sword, Nondetection, Otiluke's resilient sphere, Otto's irresistible dance, Passwall, Phantasmal killer, Planar binding, Plane shift, Polymorph, Power word kill, Power word stun, Prestidigitation, Prismatic spray, Prismatic wall, Purify food and drink, Raise dead, Rary's telepathic bond, Ray of enfeeblement, Ray of frost, Ray of sickness, Remove curse, Reverse gravity, Rope trick, Scrying, See invisibility, Seeming, Sending, Shield, Simulacrum, Sleep, Sleet storm, Speak with animals, Speak with dead, Spider climb, Stinking cloud, Stone shape, Stoneskin, Suggestion, Symbol, Tasha's hideous laughter, Telekinesis, Teleport, Teleportation circle, Tenser's floating disk, Time stop, Tongues, Transport via plants, True polymorph, true seeing, Unseen servant, Wall of fire, Wall of force, Wall of ice, Wall of stone, Water breathing, Web, Weird, Wish, Witch bolt, Word of recall. Organizations: Religions: Bahamut, Ghaunadaur, Sseth, Tiamat, Church of Vhaeraun. Events: 936 DR, 1071 DR, 1104 DR, 1130 DR, 1171 DR, 1182 DR, 1355 DR, 1436 DR, 1531 DR, Battle of Emridy Meadows, Crown Wars, Spellplague. Music: Bwaelan Dro Vegetation barrelstalk, bluecap, daisy, moss, rhubarb, ripplebark, timmask, trillimac, tongue of madness, wychwood, zurkhwood rose. Appendix: Notes: Canon material does not provide a year for the events described in Waterdeep: Dragon Heist, but Christopher Perkins answered a question via Twitter and stated the year was 1492 DR. Corroborating this, Dragon Heist page 20 refers to events of Death Masks (set in 1491 DR) as being "last year". Unless a canon source contradicts this assertion, this wiki will use 1492 DR for events related to this sourcebook and Waterdeep: Dungeon of the Mad Mage (which is referenced on pages 5 and 98 of Dragon Heist). Gallery: The full mage from the cover of Waterdeep: Dungeon of the Mad Mage. Further Reading: Connections: